Case 2:21-cv-00563-JNW Document 509 Filed 08/21/25

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I. INTRODUCTION

Pursuant to Local Rule 5(g), the July 2, 2025 Stipulation and Order (Dkt. 477, 478), the July 30, 2025 Stipulation and Order (Dkt. 490, 492), and the Protective Order (Dkt. 95), Ubisoft, Inc. ("Ubisoft") joins in Valve Corporation's ("Valve") Motion to Seal Summary Judgment Filings (Dkt. 501), as far as it relates to materials that have been designated as Highly Confidential – Attorneys' Eyes Only by Ubisoft (the "Ubisoft-designated material") ("Joinder"), *and* Ubisoft hereby moves on its own accord to seal those same materials ("Motion").

Ubisoft's Joinder and Motion are unopposed. Ubisoft's counsel met and conferred with counsel for Plaintiffs and Valve, and all counsel either agreed with Valve's motion as it relates to the Ubisoft-designated material at issue or, in the case of Plaintiff's counsel, agreed to take no position with respect to such Ubisoft-designated materials. Declarations of Nicholas Larson and Stephen S. Smith, attached hereto at ¶ 3.

II. FACTUAL BACKGROUND

Ubisoft is a third party developer and publisher of interactive games. Declaration of Charles-Thomas Pélissier ¶ 2. Both Valve and plaintiff Wolfire Games, LLC served Ubisoft with third-party subpoenas to produce documents and information. *Id.* Those subpoenas sought Ubisoft's highly sensitive and confidential financial and other business information. *Id.* Ubisoft carefully protects the secrecy of this information in its business. *Id.* Disclosure of this information would provide Ubisoft's present and future competitors with an unfair and uncorrectable strategic business advantage over Ubisoft. *Id.* Competitors would also glean insights into Ubisoft's financial performance across products, which would inform those competitors' strategic planning. *Id.* For these reasons, Ubisoft designated the documents and data it produced in response to the subpoenas as Highly Confidential – Attorneys' Eyes Only pursuant to the Protective Order prior to producing such materials. *Id.* No party has challenged Ubisoft's designation. Declarations of Nicholas Larson and Stephen S. Smith ¶ 2.

In the chart below, and in the Declaration of Olivier Ernst filed concurrently herewith, Ubisoft identifies the specific portions of the Ubisoft-designated materials that Valve and Ubisoft seek to maintain under seal and explains why (a) it is important that such materials remain confidential and (b) the harm that could result if such materials were publicly disclosed.

UBISOFT, INC'S JOINDER IN VALVE'S MOTION TO SEAL AND UBISOFT'S MOTION TO SEAL

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Docket No.	Page	Line	Exhibit	Confidentiality Designation	Why Important It Remain Confidential	Harm if Publicly Disclosed
454.6 Gowrisankaran Rebuttal Merits Report	53	52	¶91(b)	Highly confidential	# Commercial sensitivity: internal performance & exposure of competitive advantage # Negotiation leverage: such figures could be used against Ubisoft in future negotiations # Protection of Ubisoft distribution strategy: direct business (B2C) vs business with partners	# Competitive disadvantage (a competitor could decide to exploit this data to evolve their offerings to gain market share) # Potential negative impact on business relationships with other partners # Misinterpretation of the data could generate false news and potential
450.3 & 454.4 Corrected Chiou Opening Merits Report	6	5		Highly confidential	# Commercial sensitivity: internal data showing customers' behavior # Negotiation leverage: such figures could be used against Ubisoft in future negotiations with other partners # Data Protection on customers' behavior within the PC	# Potential negative impact on business relationships with other partners # Overreaction from Steam users spreading a negative sentiment toward Ubisoft Connect # Misinterpretation of the data could generate false news and potential speculation
450.3 & 454.4 Corrected Chiou Opening Merits Report	6	5		Highly confidential	# Commercial sensitivity: internal data showing customers' behavior # Negotiation leverage: such figures could be used against Ubisoft in future negotiations with other partners # Data Protection on customers' behavior within the PC ecosystem	# Potential negative impact on business relationships with other partners # Overreaction from Steam users spreading a negative sentiment toward Ubisoft Connect # Misinterpretation of the data could generate false news and potential speculation
450.3 & 454.4 Corrected Chiou Opening Merits Report	82	81	Exhibit 3	Highly confidential	# Commercial sensitivity: internal data showing customers' behavior	# Potential negative impact on business relationships with other partners

1						# Negotiation leverage:	# Overreaction from
2						such figures could be	Steam users spreading a
2						used against Ubisoft in	negative sentiment
3						future negotiations with other partners	toward Ubisoft Connect
4						# Data Protection on	# Misinterpretation of the data could generate
_						customers' behavior	false news and potential
5						within the PC	speculation
6	450.3 & 454.4	82	81	Exhibit	Highly	# Commercial	# Potential negative
	Corrected Chiou	02		3	confidential	sensitivity: internal data	impact on business
7	Opening Merits					showing customers'	relationships with other
8	Report					behavior	partners
						# Negotiation leverage:	# Overreaction from
9						such figures could be	Steam users spreading a
10						used against Ubisoft in	negative sentiment
10						future negotiations with other partners	toward Ubisoft Connect
11						other partners	# Misinterpretation of
10						# Data Protection on	the data could generate
12						customers' behavior within the PC	false news and potential speculation
13						ecosystem	speculation
	450.3 & 454.4	82-	81–82	¶135	Highly	# Commercial	# Competitive
14	Corrected Chiou	83			confidential	sensitivity: internal	disadvantage (a
15	Opening Merits					performance &	competitor could decide
13	Report					exposure of competitive advantage	to exploit this data to evolve their offerings to
16						competitive advantage	gain market share)
17						# Negotiation leverage:	
17						such figures could be	# Potential negative
18						used against Ubisoft in future negotiations	impact on business relationships with other
						Tatale Hegotiations	partners
19						# Protection of Ubisoft	
20						distribution strategy:	# Misinterpretation of the data could generate
20						direct business (B2C) vs business with partners	false news and potential
21						(B2B)	speculation
22	450.3 & 454.4 Corrected Chiou	174	173	¶301	Highly confidential	# Commercial sensitivity: internal	# Competitive disadvantage (a
	Opening Merits				Communitien	performance &	competitor could decide
23	Report					exposure of	to exploit this data to
24						competitive advantage	evolve their offerings to
∠ +						# Negotiation leverage:	gain market share)
25						such figures could be	# Potential negative
26						used against Ubisoft in	impact on business
26						future negotiations	relationships with other
27						# Protection of Ubisoft	partners
						distribution strategy:	# Misinterpretation of
28					<u> </u>	direct business (B2C) vs	the data could generate
1					4		

UBISOFT, INC'S JOINDER IN VALVE'S MOTION TO SEAL AND UBISOFT'S MOTION TO SEAL

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1						business with partners (B2B)	false news and potential speculation
2 3	450.3 & 454.4 Corrected Chiou	174	173	n.533	Highly confidential	# Sensitive strategic communication	# Overreaction from Steam users spreading a
4	Opening Merits Report				oomaanna.	including Ubisoft plans and proprietary	negative sentiment toward Ubisoft Connect
5						information	# Potential in damaging
6						# Confidential business information to be	business relationships and Ubisoft reputation
7						protected from the competition	
8						# Potential violation of existing NDAs	
9	450.3 & 454.4 Corrected Chiou	174	173	¶302	Highly confidential	# Commercial sensitivity: internal	# Competitive disadvantage (a
10	Opening Merits				Connidential	performance &	competitor could decide
11	Report					exposure of competitive advantage	to exploit this data to renegotiate a contract)
12						including specific margins	# Potential negative
13						# Negotiation leverage:	impact on business relationships with other
14						such figures could be used against Ubisoft in	partners
15						future negotiations	# Misinterpretation of
						# Protection of Ubisoft	the data could generate false news and potential
16						distribution strategy: direct business (B2C) vs	speculation
17						business with partners (B2B)	
18	450.3 & 454.4 Corrected Chiou	174	173	¶303	Highly confidential	# Commercial sensitivity: internal data	# Potential negative impact on business
19	Opening Merits				Communities	showing customers'	relationships with other
20	Report					behaviour	partners
21						# Negotiation leverage: such figures could be	# Overreaction from Steam users spreading a
22						used against Ubisoft in future negotiations with	negative sentiment toward Ubisoft Connect
23						other partners	# Misinterpretation of
24						# Data Protection on customers' behavior	the data could generate false news and potential
25						within the PC ecosystem	speculation
26	450.3 & 454.4 Corrected Chiou	175	174	Exhibit 17	Highly confidential	# Commercial sensitivity: internal data	# Potential negative impact on business
27	Opening Merits Report					showing customers' behavior	relationships with other partners
28					5	<u> </u>	

1						# Negotiation leverage:	# Overreaction from
						such figures could be	Steam users spreading a
2						used against Ubisoft in	negative sentiment
3						future negotiations with other partners	toward Ubisoft Connect
							# Misinterpretation of
4						# Data Protection on	the data could generate
_						customers' behavior	false news and potential
5						within the PC	speculation
6	450.2.0.454.4	175	174	E. J. H. L.	1 C = L L .	ecosystem	W.D. t. anti-day and the
ا	450.3 & 454.4 Corrected Chiou	175	174	Exhibit 17	Highly confidential	# Commercial	# Potential negative
7	Opening Merits			17	connaentiai	sensitivity: internal data showing customers'	impact on business relationships with other
·	Report					behavior	partners
8	Кероге					Bellaviol	partifers
_						# Negotiation leverage:	# Overreaction from
9						such figures could be	Steam users spreading a
						used against Ubisoft in	negative sentiment
10						future negotiations with	toward Ubisoft Connect
						other partners	
11							# Misinterpretation of
12						# Data Protection on	the data could generate
12						customers' behavior	false news and potential
12						within the PC	speculation
13						ecosystem	

Declaration of Olivier Ernst at ¶ 2.

III. ARGUMENT

LEGAL STANDARD

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The strong presumption favoring public access to judicial records is not absolute and can be overcome. *Kamakana v. Honolulu*, 447 F.3d 1172, 1178–79 (9th Cir. 2006). A party seeking to seal court documents overcomes it by showing the interests and facts warranting sealing, describing the injury from unsealing, and showing why there is no less restrictive alternative. LCR 5(g)(3)(B). Generally, compelling reasons justify sealing court documents if they "become a vehicle for improper purposes," such as releasing proprietary financial, decision-making, strategy, and operations information that would harm litigants' competitive standing. *Raner v. Fun Pimps Ent. LLC*, 2024 WL 1049964, at *2 (W.D. Wash. Mar. 11, 2024) (quoting Kamakana, 447 F.3d at 1179)).

Applying this standard, the Court previously found compelling reasons to seal information similar or identical to many of the disclosures in the sealed Ubisoft-designated material, including disclosures of:

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- Valve's confidential financial information (Dkt. 237¹ at 9, 14, 27; Dkt. 237-1 at 11, 66, 69–70, 90, 115; Dkt. 246 at 1; Dkt. 336 at 2; Dkt. 361 at 1)
- Confidential third-party business and financial information (Dkt. 237 at 20–22, 31; Dkt. 237-1 at 108–09, 111–12; Dkt. 336 at 2; Dkt. 361 at 1);
- Information that "implicate[s] a third party's business practices" (Dkt. 236 at 3; Dkt. 336 at 2; Dkt. 361 at 1);
- SDAs and related communications (Dkt. 237 at 16–18; Dkt. 237-1 at 102; Dkt. 361 at 1);
- Revenue share information (Dkt. 237-1 at 32; Dkt. 246 at 1; Dkt. 336 at 2; Dkt. 361 at 1);
- Valve's confidential business practices and decision-making (Dkt. 237 at 11 n. 4, 14, 22, 29, 31; Dkt. 237-1 at 18–19, 58–59, 62–63, 101–04, 108-09; Dkt. 361 at 1);
- Personally identifiable information (Dkt. 237 at 14; Dkt. 237-1 at 93, 109); and
- Market share and size information (Dkt. 237 at 11:21; 21:25–26; 27:21–22; Dkt. 361 at 1).

The Ubisoft-designated materials meet the same standard. Ubisoft explains in the Declarations of Charles-Thomas Pélissier and Olivier Ernst that these materials (i) contain Ubisoft's highly sensitive and confidential financial and other business information, (ii) that Ubisoft carefully protects the secrecy of such information, (iii) that disclosure of such information would provide Ubisoft's present and future competitors with an unfair and uncorrectable strategic business advantage over Ubisoft, and (iv) that competitors would also obtain insights into Ubisoft's financial performance across products, which would inform those competitors' strategic planning. Declaration of Charles-Thomas Pélissier at ¶ 2; Declaration of Olivier Ernst at ¶ 2. Therefore, these materials should remain under seal.

THE UBISOFT PORTION OF VALVE'S MOTION IS UNOPPOSED

After Ubisoft's counsel met and conferred with Valve's counsel and plaintiff's counsel, all three parties reached agreement with respect to the Ubisoft-designated materials at issue. Declarations

All references to Dkt. 237 and 237-1 are to the ECF page number.

of Nicholas Larson and Stephen S. Smith ¶ 3. There are 12 references to Ubisoft-designated materials, shown in the chart above. Valve's counsel, plaintiff's counsel and Ubisoft's counsel agreed (or, in plaintiff's case, agreed not to take any position) with respect to 9 of those 12 references, i.e., they could be maintained under seal exactly as Valve originally filed such materials under seal. *Id.* With respect to 3 of the 12 references, plaintiff's counsel requested that Valve and Ubisoft agree to redact slightly less material than what Valve had originally redacted. *Id.* Valve's counsel and Ubisoft's counsel agreed to plaintiff's counsel's request. *Id.* So, in the end, all parties that have any interest in the Ubisoft-designated material have no disagreement about such materials remaining under seal as

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THE UBISOFT MATERIALS ARE OF NO PUBLIC INTEREST

Valve presents it now, in its current motion. *Id*.

The Ubisoft-designated material is not necessary to aid the public in understanding the parties' position and the judicial process. *See, e.g., Coloplast A/S v. Generic Medical Devices, Inc.*, 2012 WL 3629037, at *1–2 (W.D. Wash. Aug. 22, 2012). Valve has requested only narrow sealing and redactions of the Ubisoft-designated materials Marks-Dias Decl. ¶¶4–5 (Dkt. 502). No public interest justifies disclosure of the Ubisoft-designated materials, which concern only the confidential and proprietary business and financial information of Ubisoft. The public right to access "is reduced when applied to confidential and proprietary business records." *Olberg v. Allstate Ins. Co.*, 2021 WL 1208588, at *1 (W.D. Wash. Mar. 31, 2021) (citation omitted). That is the case here, given that the Ubisoft-designated materials do not affect public health or safety and do not concern public entities or officials.

The specific information at issue is the same confidential and commercially sensitive business information that courts have recognized as having little public value. *See In re Zillow Grp., Inc.*S'holder Derivative Litig., 2019 WL 3428664, at *2 (W.D. Wash. July 30, 2019); Amazon, 2016 WL 4447049, at *2; Douglas v. Xerox Bus. Servs. LLC, 2014 WL 12641056, at *1 (W.D. Wash. Apr. 11, 2014); see also Dkt. 236. Moreover, the Ubisoft-designated materials is of comparatively little or no use in enhancing the public's understanding of the judicial process. See, e.g., Richardson v. Mylan, Inc., 2011 WL 837148, at *2 (S.D. Cal. Mar. 9, 2011).

Finally, there is no relief short of redacting the Ubisoft-designated material that would

sufficiently protect Ubisoft from the significant harm of its public disclosure. See Zunum Aero, Inc. v. 1 2 Boeing Co., 2023 WL 7180636, at *2 (W.D. Wash. Nov. 1, 2023); Gomo v. NetApp, Inc., 2019 WL 3 1170775, at *2 (N.D. Cal. Mar. 13, 2019). 4 **CONCLUSION** 5 For these reasons, Ubisoft requests that the Court grant Valve's motion and Ubisoft's motion to 6 maintain under seal the Ubisoft-designated material. 7 VI. CERTIFICATION 8 Pursuant to LCR 5(g)(3)(A), Ubisoft's counsel certifies that they conferred with plaintiffs' 9 counsel and Valve's counsel in good faith by emails dated on July 30, August 6 and August 7, 2025 10 regarding the need to maintain the Ubisoft-designated materials under seal. Declarations of Nicholas 11 Larson and Stephen S. Smith ¶ 3. Plaintiff's counsel either agreed with or took no position with 12 respect to Valve's redactions of the Ubisoft-designated materials, as such redactions had been revised 13 at plaintiff's counsel's request. 14 I certify that this memorandum contains 2396 words, in compliance with the Local Civil Rules. 15 DATED: August 21, 2025 MURPHY PEARSON BRADLEY & FEENEY 16 17 By: /s/ Nicholas C. Larson 18 Nicholas C. Larson, WSBA No. 46034 19 20 21 22 23 24 25 26 27 28

CERTIFICATE OF SERVICE

I hereby certify that on August 21, 2025 I electronically filed the foregoing document with the Clerk of the Court by using the CM/ECF system, which will provide electronic notice and an electronic link to this document to all attorneys of record.

/s/Autumn R. Ross

Autumn R. Ross, Paralegal